

NAZGÛL ON FELLBEAST

ARMY BUILDING



When building an army with a fairly expensive figure like the Fellbeast you need to play to it's strengths to really have an effective force. The strengths of the Fellbeast are its maneuverability and fearsome offensive power. By flying to flanks and isolated figures the Fellbeast can overwhelm small portions of your opponent's army. So to play to these strengths you are going to need an army that is maneuverable and hard hitting.

Below is a sample list of an army including the Fellbeast.

- 1 Nazgul™ on Fellbeast™ PL13 500 pts
- 1 Twilight Witch-king™ FE39 290 pts
- 10 Uruk-Hai™ Scout BS35 45 pts each for 450 pts total
- 4 Wildman of Dunlending™ TT43 50 pts each for 200 total
- 1 Wildman of Dunlending™ TT44 60 pts

Total: 1500 pts.

With the fast block of Scouts and the Witch-king you can move to support the Fellbeasts attack on the weakest portion of your opponent's army fairly easily. The Wild men add some hard hitting tough models. With this force you must attempt to take on your opponents forces in smaller groups if you get bogged down and your opponent can bring all of their force to bear then you will almost certainly be in trouble. Also while you are very maneuverable you must take care not to overextend and spread your forces too thin.

Once you have eliminated maybe 300-400 points of stuff with the Fellbeast and friends you can get stuck in and fight a big round of combat to hopefully break your opponent's army. The fell beast is also useful for bypassing your opponent's main fighters and getting into his archers or weaker support models that may have been taken to up the break point of their army.

Take to the skies and serve the dark lords search for the ring with the Fellbeast from Sabertooth Games!



**Sabertooth
Games**

THE
LORD OF THE RINGS
TRADEABLE MINIATURES GAME



NEW LINE CINEMA
A Time Warner Company



All materials pertaining to the New Line theatrical productions: The Fellowship of The Rings; The Two Towers; and The Return of The King © MMV New Line Productions, Inc. All Rights Reserved.
The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Specific game rules & game strategy copyright © Sabertooth Games, Inc. 2005. All Rights Reserved.
Sabertooth Games, the Sabertooth Games logo, Combat Hex, and the Combat Hex logo are ©/TM Sabertooth Games, Inc. 2005. All Rights Reserved.